

Abstract

The invention concerns a method of establishing rules (14) for a specific device which is intended to be able to be used for generating decision support for decisions which determine the behaviour of an entity (44) and/or for controlling the behaviour of an entity (44). The device is, inter alia, arranged to present a decision support window which comprises at least one area (56) which represents a state (30), wherein this area (56) comprises names which identify different rules (14) which form part of the state (30). The method according to the invention comprises the steps:

- that the device is run in a real or simulated version of said entity (44),
- that said decision support window is presented to a user,
- that the user makes decisions by inputting instructions,
- that the decisions which have been made by the user are analysed, and
- that the rules (14) for which the user has made decisions are determined or modified in accordance with the analysis which has been carried out.

(Fig. 6)